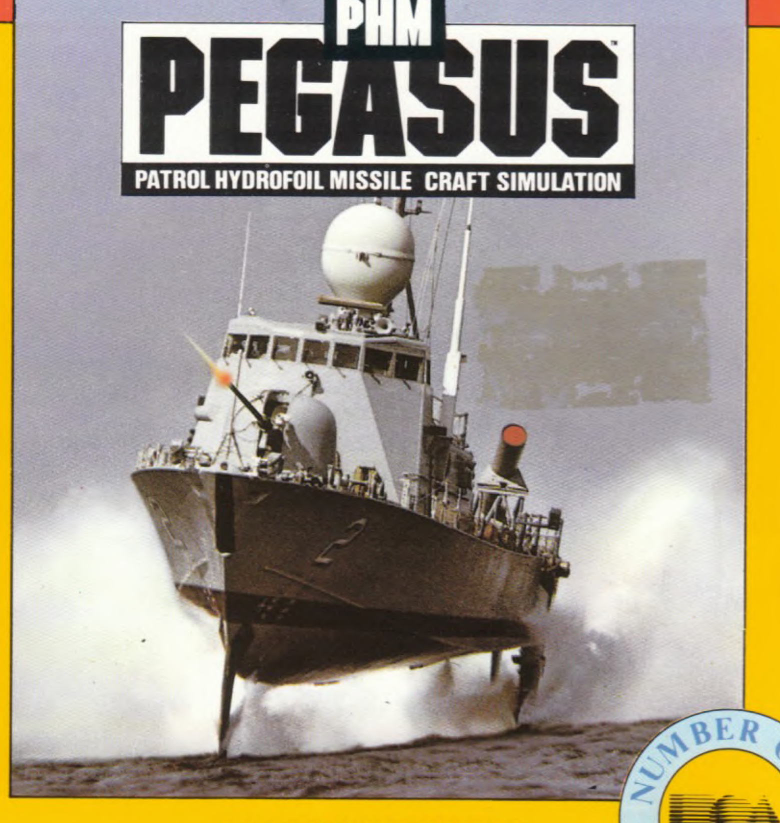
AMSTRAD

64 K



NUMBER ONE · IN THE USA ·

LUCASFILM GAMES™

ELECTRONIC ARTS

NOT ALL TOP GUNS FLY ON AIR... FLY ON WATER... THE PATROL HYDROFOIL MISSILECRAFT. Warship of the jet age. So agile, enemy radar mistakes it for a low-flying helicopter. So fast, the enemy has only minutes to react. So deadly, there is no second chance. **THE NEED FOR SPEED...** Your search helicopter spots the Soviet-built Nanuchka missile corvette charging across the "Line of Death." You're foilborne and closing in at 50 knots. Guns blazing, you lock on and launch a Harpoon guided missile. Through the water spouts of his near misses, you see him explode in flames. Another mission accomplished. **A COMMANDING SIMULATION...** Authentic speed and handling characteristics. Advanced instrumentation and weapons systems. 8 real-life missions. Full control of search helicopters. On-screen maps. Time compression speeds action up. Life-like 3-D solid-fill colour graphics.

P.H.M. PEGASUS

©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.

These screen shots represent C64 version. Other versions may differ.

MADE IN ENGLAND
E00521EI





ELECTRONIC ARTS®
Home Computer Software

Noah Falstein knows games. At the age of 12 he made a Sink the Bismark action game. His fascination with board games and war strategy games carried him through high school and college. It was while at Hampshire College, in fact, that he realized he could turn his life long love into a full fledged career. His senior college project found him designing a computer game dealing with mining a distant asteroid belt.

From college he went on to design games and toys for companies such as Milton Bradley and Williams Electronics. He even worked for a time on speech synthesis and voice recognition. It was about February, 1984 that Noah came to the sunny hills of San Rafael. Here, his lifetime experience with games and bringing people fun really took form and he has designed several projects, Pegasus being his latest. He'd like you to know that working at Lucasfilm is as wonderful an experience as you might think. We'd like him to know that we're glad he's there and look forward to his next project.



Left to right: Chris Grigg, Lawrence Holland, Ken Macklin, Noah Falstein.

ELECTRONIC ARTS®
Home Computer Software

ABOUT OUR COMPANY:

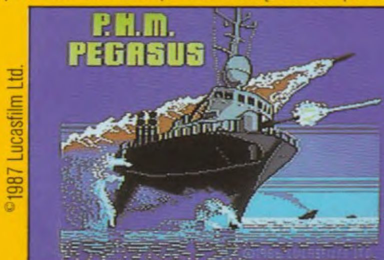
We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough, Berks, England.

PHM PEGASUS

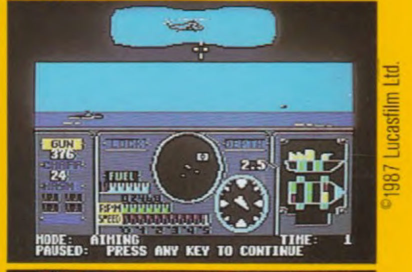
ELECTRONIC ARTS

AMSTRAD

NOT ALL TOP GUNS FLY ON AIR... FLY ON WATER... THE PATROL HYDROFOIL MISSILECRAFT. Warship of the jet age. So agile, enemy radar mistakes it for a low-flying helicopter. So fast, the enemy has only minutes to react. So deadly, there is no second chance. **THE NEED FOR SPEED...** Your search helicopter spots the Soviet-built Nanuchka missile corvette charging across the "Line of Death." You're foilborne and closing in at 50 knots. Guns blazing, you lock on and launch a Harpoon guided missile. Through the water spouts of his near misses, you see him explode in flames. Another mission accomplished. **A COMMANDING SIMULATION...** Authentic speed and handling characteristics. Advanced instrumentation and weapons systems. 8 real-life missions. Full control of search helicopters. On-screen maps. Time compression speeds action up. Life-like 3-D solid-fill colour graphics.



©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.



©1987 Lucasfilm Ltd.

These screen shots represent C64 version. Other versions may differ.

MADE IN ENGLAND
E00521EI



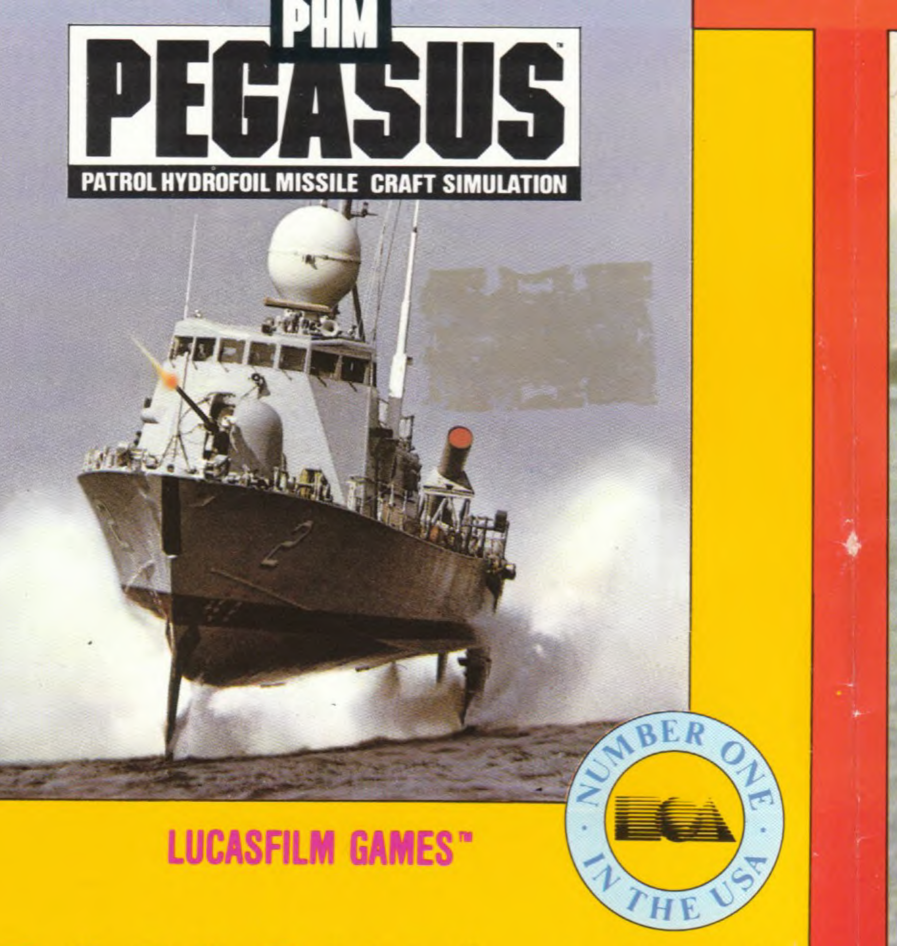


ELECTRONIC ARTS®
Home Computer Software

PHM PEGASUS

ELECTRONIC ARTS 8

AMSTRAD



LUCASFILM GAMES™

ELECTRONIC ARTS

Noah Falstein knows games. At the age of 12 he made a Sink the Bismark action game. His fascination with board games and war strategy games carried him through high school and college. It was while at Hampshire College, in fact, that he realized he could turn his life long love into a full fledged career. His senior college project found him designing a computer game dealing with mining a distant asteroid belt.

From college he went on to design games and toys for companies such as Milton Bradley and Williams Electronics. He even worked for a time on speech synthesis and voice recognition. It was about February, 1984 that Noah came to the sunny hills of San Rafael. Here, his lifetime experience with games and bringing people fun really took form and he has designed several projects, Pegasus being his latest. He'd like you to know that working at Lucasfilm is as wonderful an experience as you might think. We'd like him to know that we're glad he's there and look forward to his next project.



Left to right: Chris Grigg, Lawrence Holland, Ken Macklin, Noah Falstein.



ELECTRONIC ARTS®
Home Computer Software

ABOUT OUR COMPANY:

We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order, but with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent. If you'd like a product brochure, send a stamped SAE to: Electronic Arts, 11/49 Station Road, Langley, Slough, Berks, England.